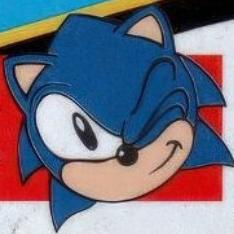


Sonic the comic

starring

SONIC
THE HEDGEHOG™



**SONIC
PIN-UP**

**PJ AND
DUNCAN
GO SNOW-
BOARDING!**

SHINOBI!

**SONIC'S
WORLD!**

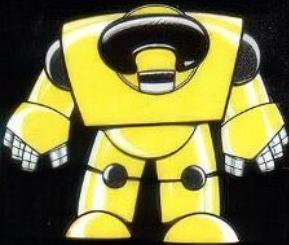
**KNUCKLES
BUSTER?**

CYBERNIK'S GREATEST HIT!

**NEW
COMPLETE
STORY**

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another fun-filled issue of your favourite read. Want to find out what tantalising treats lie ahead, then read on ... Trouble abounds for **Sonic** in part 2 of **Disaster!** There's more all out action in **Shinobi**, not to mention the conclusion to **Sonic's World**. Plus there's trouble brewing in STC's complete special story **Knuckles versus The Cybernik**. Extra Sega-sational surprises include a v-roaming good **Sonic Drift Racing** Pin-up, plus sporty Boomers will find the **Sonic Snowboarding** feature a cool read!

The countdown lessens for STC 53's 2nd birthday issue. Brimming with delights such as the brand new **Sparkster** series, there's also the start of a new **Knuckles** story called **Chaotix**. It's all change prize-wise with the **Graphic Zone** and **Speedlines**, plus there's a chance to win an excellent **Sonic & Knuckles** denim jacket and Mega Drive games! So, don your party hats and get ready for STC's great birthday bash next issue.

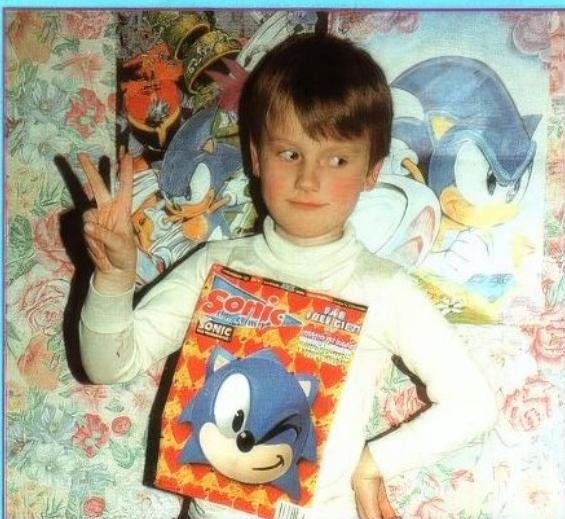
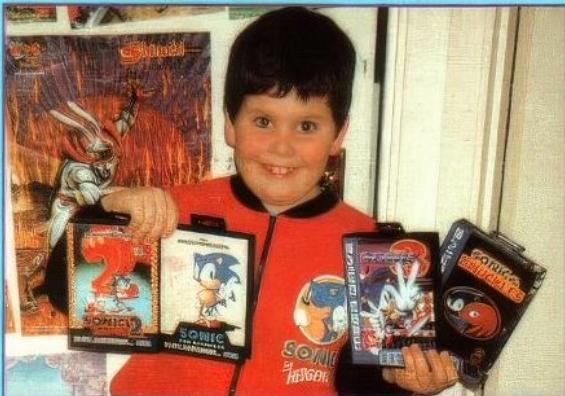
Megadroid

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tote
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMonamy

PERSONALITY CRISIS!

Study the photo's below and you'll notice that two Boomers are doing their very best impersonations of Sega characters. One shares more than a passing resemblance to Shorty from **Sonic's World**, while the other is striking that all-so-familiar cool dude pose! In your own time, you decide which is which ...

Danny Cleal, Enfield, Middlesex.
↓ Sonic Badge Winner.



↑ David Oxley, Slough, Berks. MS owner.
Sonic Badge Winner.

Published every other Saturday by Fleetway Editions Ltd, 25/31 Torrington Place, London WC1H 9SU. Tel: 0171 341 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd, Wellingborough, Northants. Covers printed by Spacewards, Ballymena, Northern Ireland. © 1995. Copyright © Fleetway Editions Ltd. 1995. Copyright © Sega Enterprises Ltd. Owned by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 London Road, Horbury, London SW7 6DH. Tel: 0171 585 5411. ISSN 0969 3041.

The Sega Charts

All the chart action for all the Sega systems
- in every issue of STC.

up down non mover
RE re-entry NEW new entry



CHARTS
COMPILED BY
GALLUP

MEGA DRIVE

- | | | |
|----|-----|---------------------------------|
| 1 | new | ROAD RASH 3 |
| 2 | ▼ | FIFA SOCCER '95 |
| 3 | ▲ | ETERNAL CHAMPIONS |
| 4 | RE | PGA EUROPEAN TOUR GOLF |
| 5 | ▼ | MICRO MACHINES 2 |
| 6 | ▼ | THE LION KING |
| 7 | RE | WINTER OLYMPICS |
| 8 | ▼ | JIMMY WHITE'S WHIRLWIND SHOOKER |
| 9 | ▼ | TOEJAM AND EARL 2 |
| 10 | ▼ | Sonic AND KNUCKLES |

MEGA-CD

- | | | |
|----|-----|---------------------------|
| 1 | — | GROUND ZERO TEXAS |
| 2 | RE | PITFALL |
| 3 | ▲ | MICKEY MANIA |
| 4 | ▼ | FIFA INTERNATIONAL SOCCER |
| 5 | new | BRUTAL: PAWS OF FURY |
| 6 | — | WOLFCHILD |
| 7 | RE | SEWER SHARK |
| 8 | RE | REBEL ASSAULT |
| 9 | ▲ | Sonic CD |
| 10 | RE | SNATCHER |

MASTER SYSTEM

- | | | |
|----|----|----------------------|
| 1 | ▼ | Sonic THE HEDGEHOG 2 |
| 2 | ▼ | DESERT SPEED TRAP |
| 3 | ▼ | ROBOCOP V TERMINATOR |
| 4 | ▼ | ROAD RASH 2 |
| 5 | ▲ | Sonic CHAOS |
| 6 | ▼ | DESERT STRIKE |
| 7 | RE | SENSIBLE SOCCER |
| 8 | RE | THE LION KING |
| 9 | RE | STAR WARS |
| 10 | ▼ | DONALD DUCK |

GAME GEAR

- | | | |
|----|----|--------------------------------|
| 1 | ▲ | ROAD RASH |
| 2 | ▲ | WINTER OLYMPICS |
| 3 | ▼ | JAMES POND 2 - ROBOCOD |
| 4 | RE | MICKEY MOUSE 2 |
| 5 | ▼ | Sonic THE HEDGEHOG 2 |
| 6 | RE | DESERT SPEED TRAP |
| 7 | RE | COSMIC SPACEHEAD |
| 8 | RE | ASTERIX AND THE SECRET MISSION |
| 9 | ▲ | Sonic CHAOS |
| 10 | — | Sonic THE HEDGEHOG |

SONIC

THE HEDGEHOG™

Disaster! PART 2

Script:
NIGEL KITCHING
Art:
RICHARD ELSON
Lettering:
ELITTA FELL

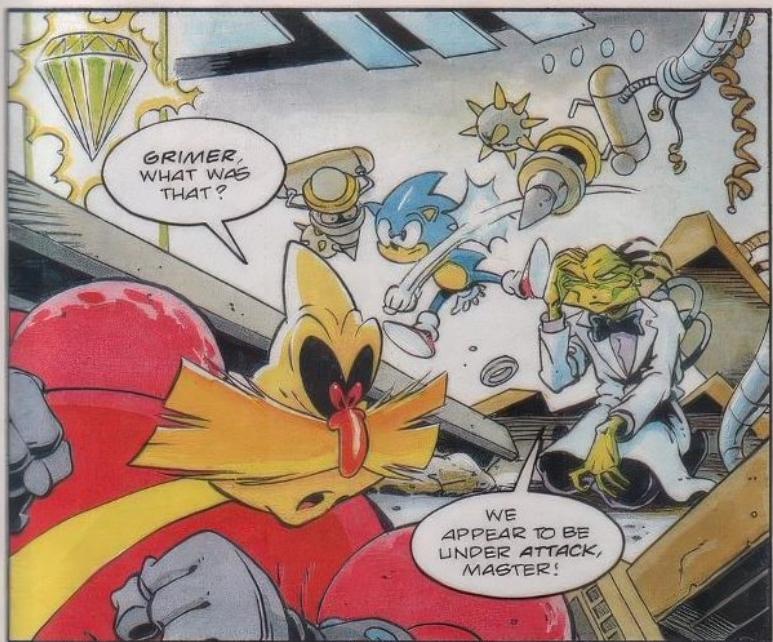
IT'S FINALLY HAPPENED! DOCTOR ROBOTNIK HAS LAUNCHED HIS ULTIMATE WEAPON - THE DEATH EGG! *

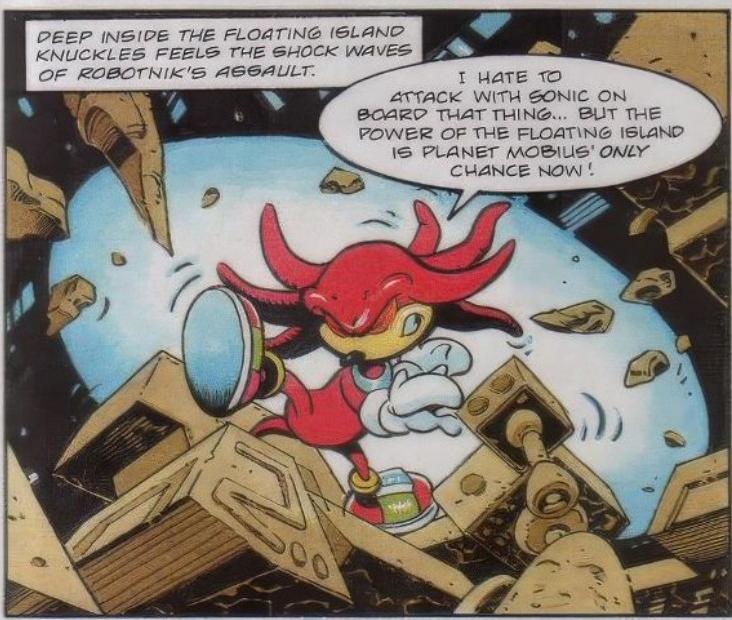
AND NOW FULLY POWERED BY THE STOLEN MASTER EMERALD DOCTOR ROBOTNIK PREPARES TO EXACT HIS FINAL REVENGE ON SONIC - THE DESTRUCTION OF THE ENTIRE EMERALD HILL ZONE!

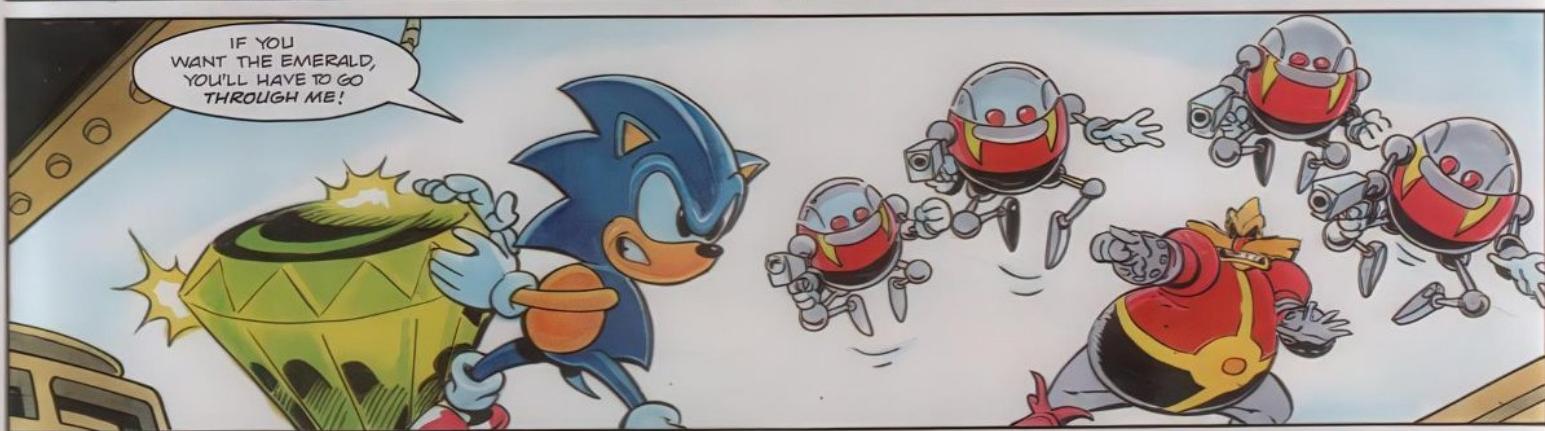
* FOR REAL THIS TIME, BOOMERS! -Megadroid.











FZZZAKK!

MAN,
IT LOOKS LIKE
IT'S ALL OVER
FOR THE DEATH
EGG!

BUT IT
DON'T LOOK LIKE
I'M GOING TO BE
AROUND TO CELEBRATE,
'CAUSE IT'S A
LONG WAY
DOWN!

BHOOM!

NEXT ISSUE: DOWN AND OUT!

SEGA SNOWBOARDING

Dec and Ant, otherwise known as PJ and Duncan, hit the slopes!



SUPER SNOWBOARDING

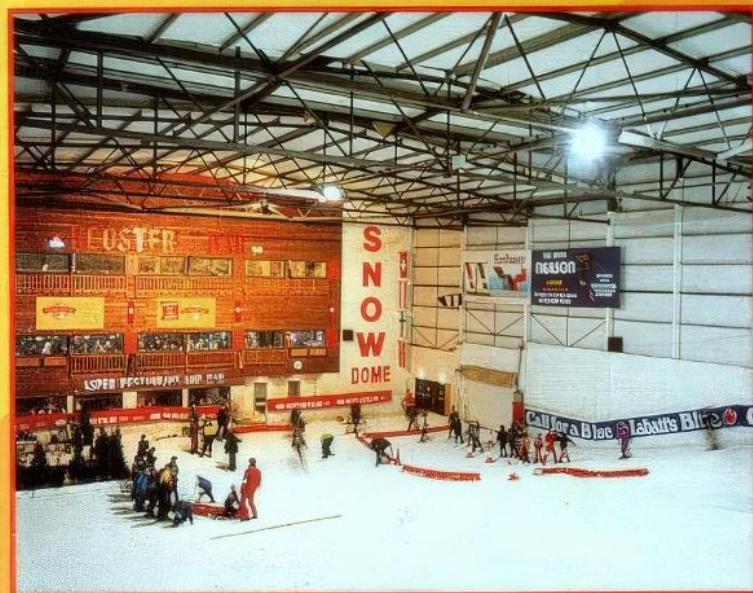
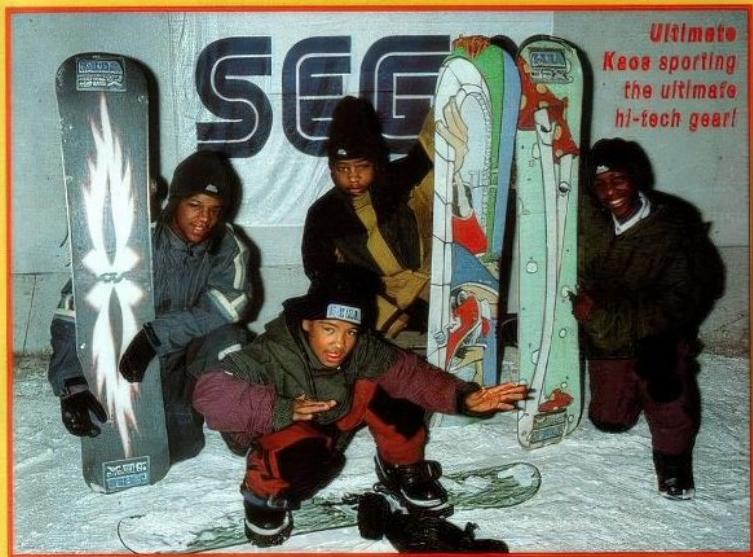
As you lounge around on such a fine spring day(?) think back to that teeth chattering time you humes call winter. O.K., now think **Snowboarding**, the sport which hails from California that's like surfing, skateboarding and skiing in one. Well, it's hardly surprising that the coolest of software video gamers, **Sega**, decided to get involved in the fastest growing winter sport ever, by sponsoring the top snowboarders in the U.K. Hence the **Sega 32X Professional Snowboarding Team was born.**

Sega invited some well known 'faces' to spend a day on the slippery slopes at the Team's favourite training spot, The Snowdome (the only snow-filled indoor slope in Europe). Among those who accepted the invitation were two well known faces from the world of pop music. Armed with a camera crew, **PJ and Duncan** arrived to do some

filming for the BBC's *Live and Kicking*. They proceeded to hit the slopes and the snow, and judging by the evidence, spent most of their time testing out the padding! No doubt their TV show, *Ant and Dec*, is more of a success!

After some coaching, **Ultimate Kaos** proved to be unstoppable and were

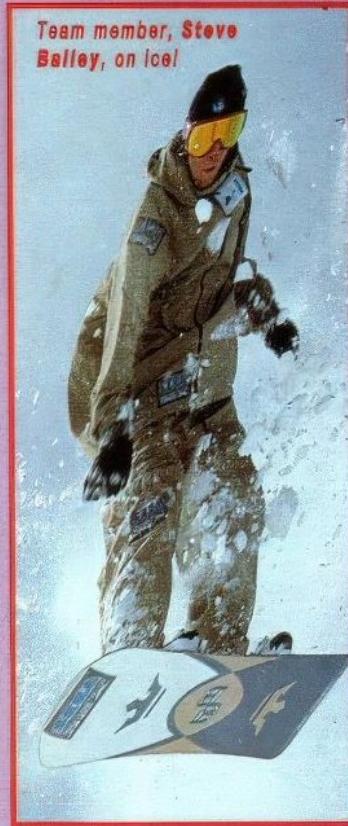




soon cruising the snow with the best of them, proving just how easy snowboarding can be.

Stiltskin, the band behind 'that' Levi's commercial guitar solo, ended up at the bottom of the slope covered in snow.

North London lad, **Normski**, was also there to present a special edition of Channel 4's *Board Stupid*. When **Normski** wasn't riding the slopes with the professionals, he could be found checking out the hot new games on **Sega's** superb 32X. Sounds like an ideal way to spend some time 'chilling' out!



REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer this issue: Nick Protz.

BRIAN LARA CRICKET



Mega Drive game type: PLATFORM
1-4 PLAYERS



experience the game without breaking into a sweat! Like most sports sims you have a number of gameplay options, including new match, test series and match settings - the latter allowing you to completely customise the game.

Opting for new match, which starts a single game, is probably your best bet for getting used to the range of batting and bowling moves. Once you've picked your team and players you can get straight into the action. Your first attempts at batting will almost certainly be a struggle and selecting the right shot can be difficult. However, **Brian Lara Cricket** aims to give you realistic gameplay, so this is to be expected. Once you get used to the controls you'll be able to pull off all shots from cover drives to leg glances.

As the bowler, you or the computer have five seconds to place a small black oval which indicates where the ball will be pitched. You have three types of bowler - fast, swing and spin - and you'll find going for an all-out speed attack costs you the element of surprise. Start by setting the fielders on automatic until you have grasped the finer points of stopping a boundary.

Brian Lara Cricket is a game designed to appeal to the cricket enthusiast. If you're a fan that participates as a spectator, here's your chance to

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

Once you take control, a star appears at the feet of the fielder closest to the ball. Picking up the ball is automatic, but chucking it to the right end is down to you.



Like most sports sims, particularly those recreating long duration games, **Brian Lara Cricket** is much more fun played with or against a friend. As this is a game which offers a real-time perspective, playing solo can be lonely and a bit unexciting. Sound and graphics are pretty basic, comprising mostly of green fields, blue skies, white kits and polite applause. Familiarising yourself with the controls comes with practice, and in time you will pull off shots like Brian Lara himself.

All in all, it's not a brilliant conversion, although it's a nice alternative to the more familiar soccer, golf and standard sims. For cricket non-enthusiasts it will almost certainly be both dull and largely unintelligible. That said, as a cricket lover I found it quite absorbing. I was glad of the battery back-up which meant I could return to a game in progress. Better still, I had the pleasure of bowling Brian Lara for a duck at our first encounter!



FAST FAX

PUBLISHER CODEMASTERS PRICE £39.99

GRAPHICS

70

SOUND

65

PLAYABILITY

78

RAVES

Fun for cricket fans.

GRAVES

Not a good one-player game.

OVERALL

73%



YOU ARE STRONG.
BUT STRENGTH IS NO
USE AGAINST THE EBB
AND FLOW OF MY
WATER POWER.

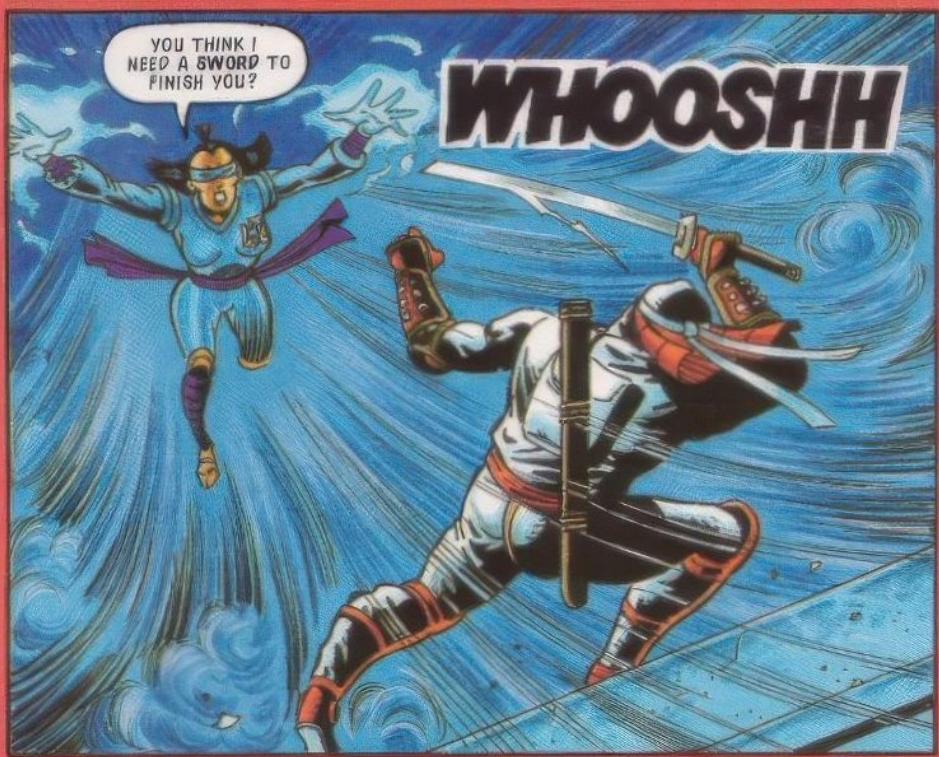
SO, THE OLD MAN HAS
BEEN TEACHING YOU HIS SAD
MAGIC TRICKS? IT WILL DO
YOU NO GOOD AGAINST MY
EARTH POWER..

Shinobi

POWER OF THE ELEMENTS PART 6

Script: ALAN MCKENZIE Art: JON HAWARD Lettering: TOM FRAME

JOE MUSASHI'S OLD ENEMIES, THE FOUR ELEMENTS, NOW WORKING FOR THE YAKUZA, HAVE ATTACKED THE ROOFTOP HOME OF MUSASHI'S NEW FRIENDS, THE ROOFWORLDERS, WITH SAVAGE MAGICAL POWERS.



WITH A MIGHTY PULL,
MUSASHI LAUNCHES
HIMSELF TOWARDS AIR.

WHAT? ARE
YOU MAD?

MY POWER
CAN'T HOLD BOTH
OF US UP.

AS A NINJA, I'M
NOT AFRAID TO DIE.
WHAT ABOUT YOU?

YOU'LL KILL
US BOTH!

SUITS ME...

AAGH –
NO!

AS I THOUGHT.
JUST ANOTHER
WINDBAG.



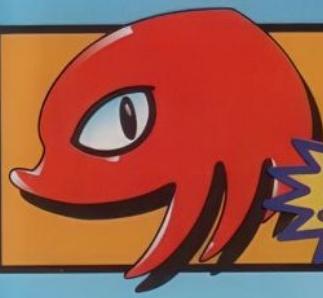


POISON HAND
TECHNIQUE?

CORRECT. YOU'LL
BE DEAD WITHIN
THE HOUR.

SENSEI!

NEXT ISSUE: DEADMAN'S HAND!

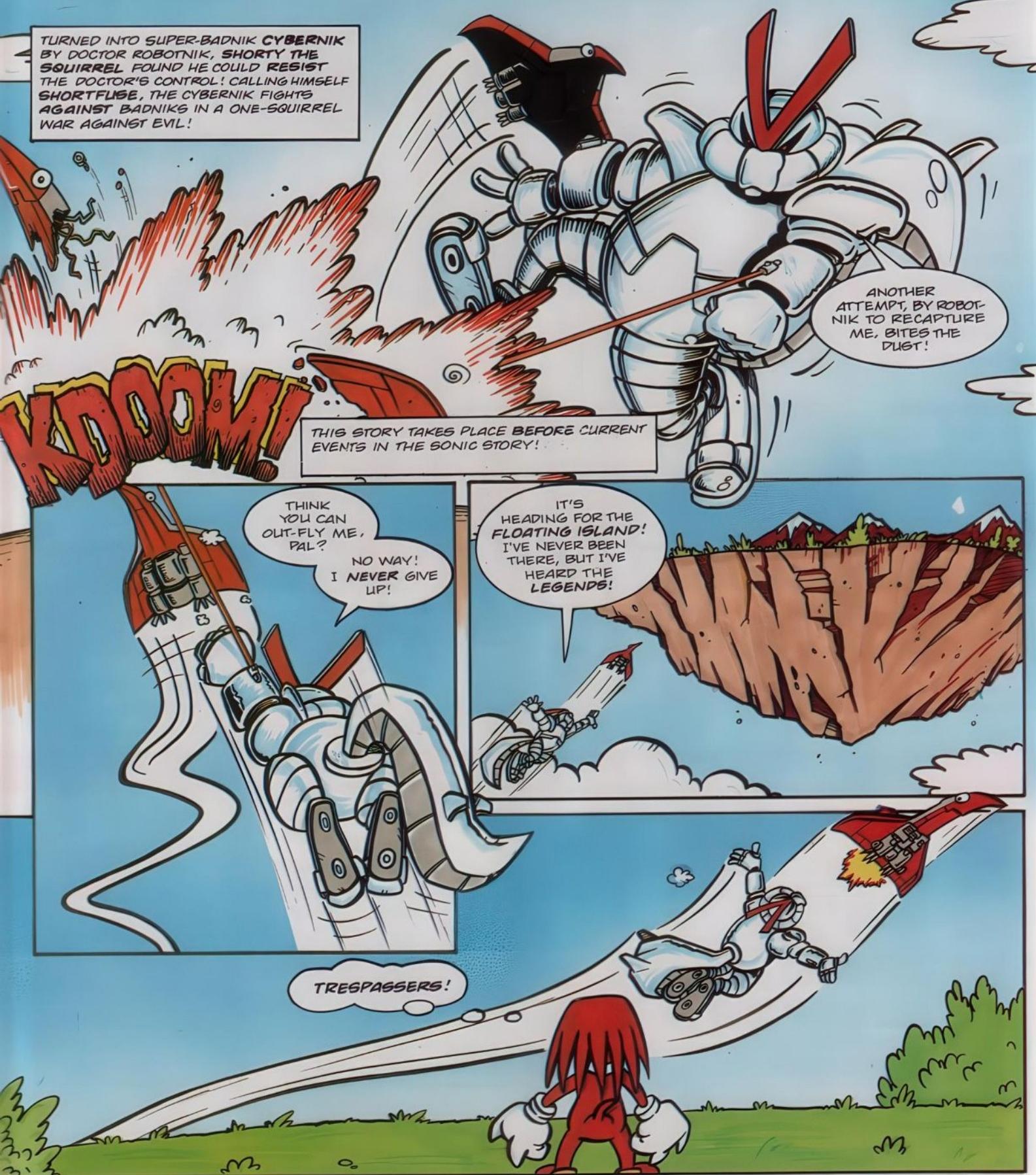


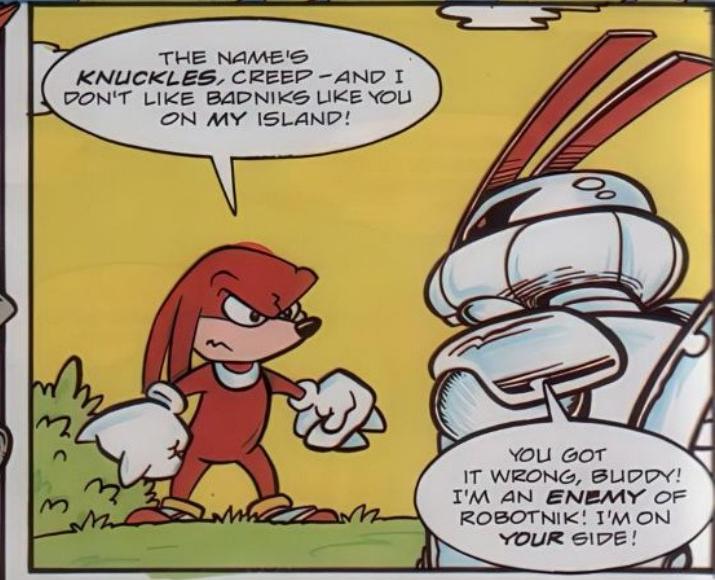
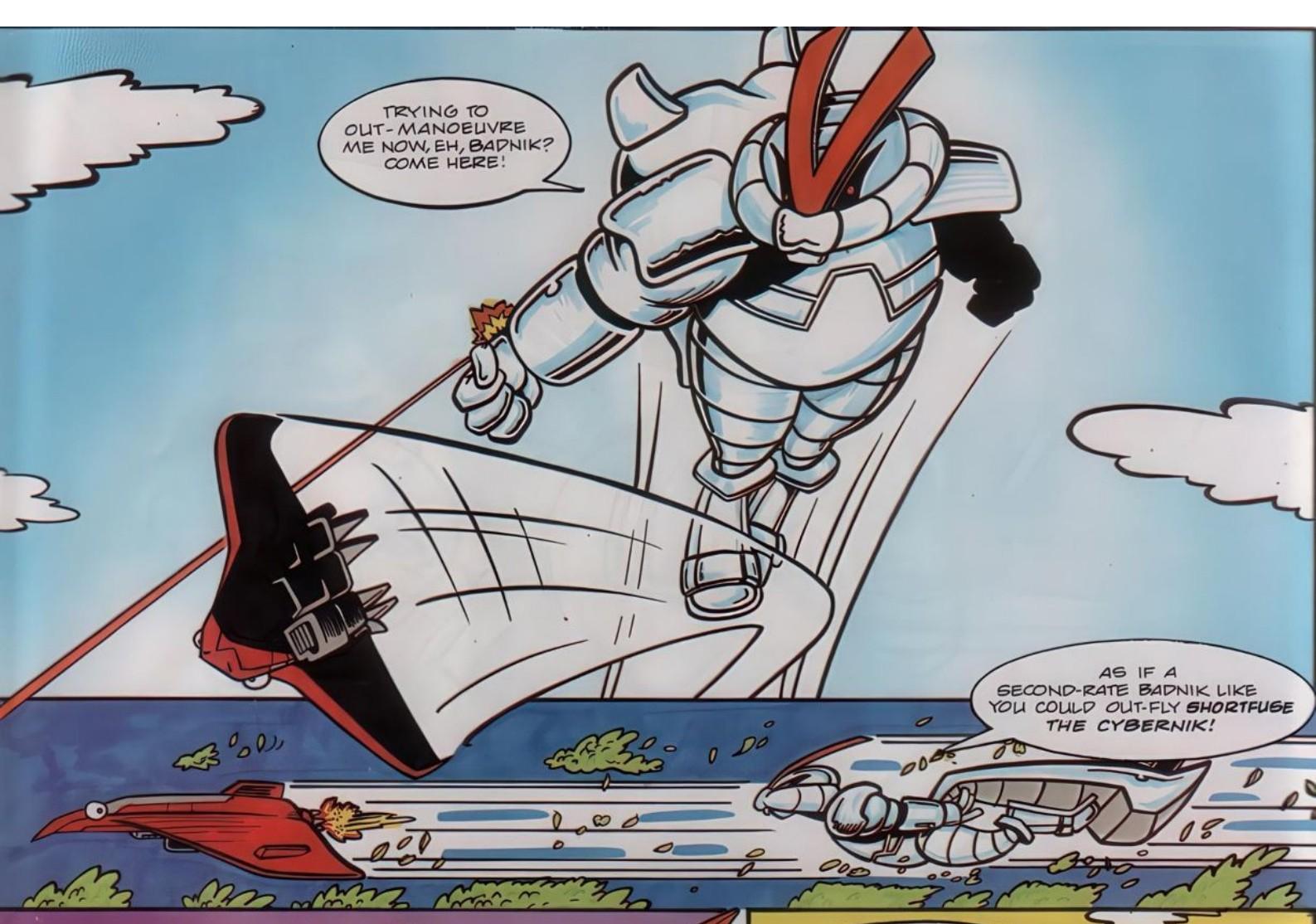
KNUCKLES™

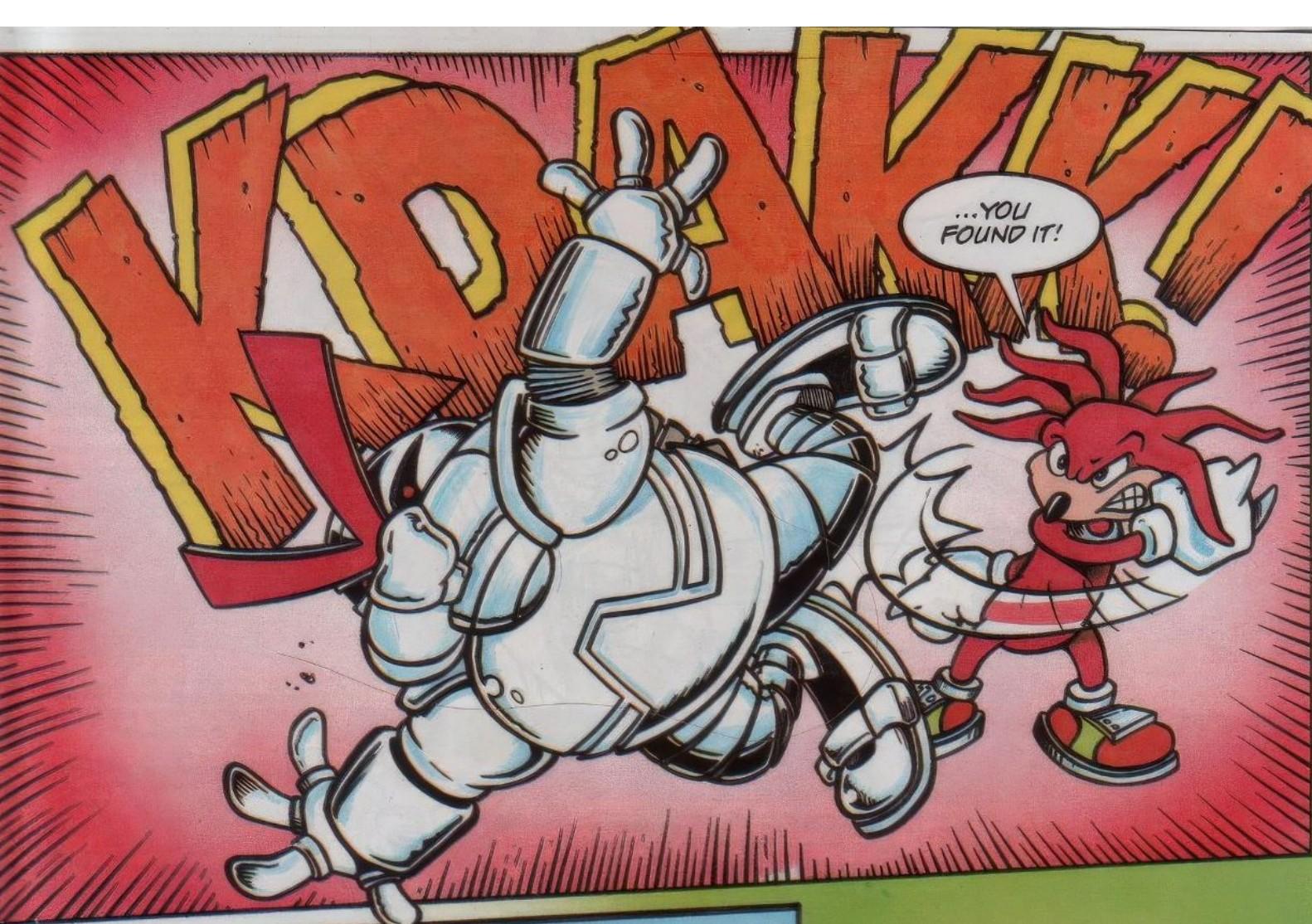
VERSUS THE CYBERNIK

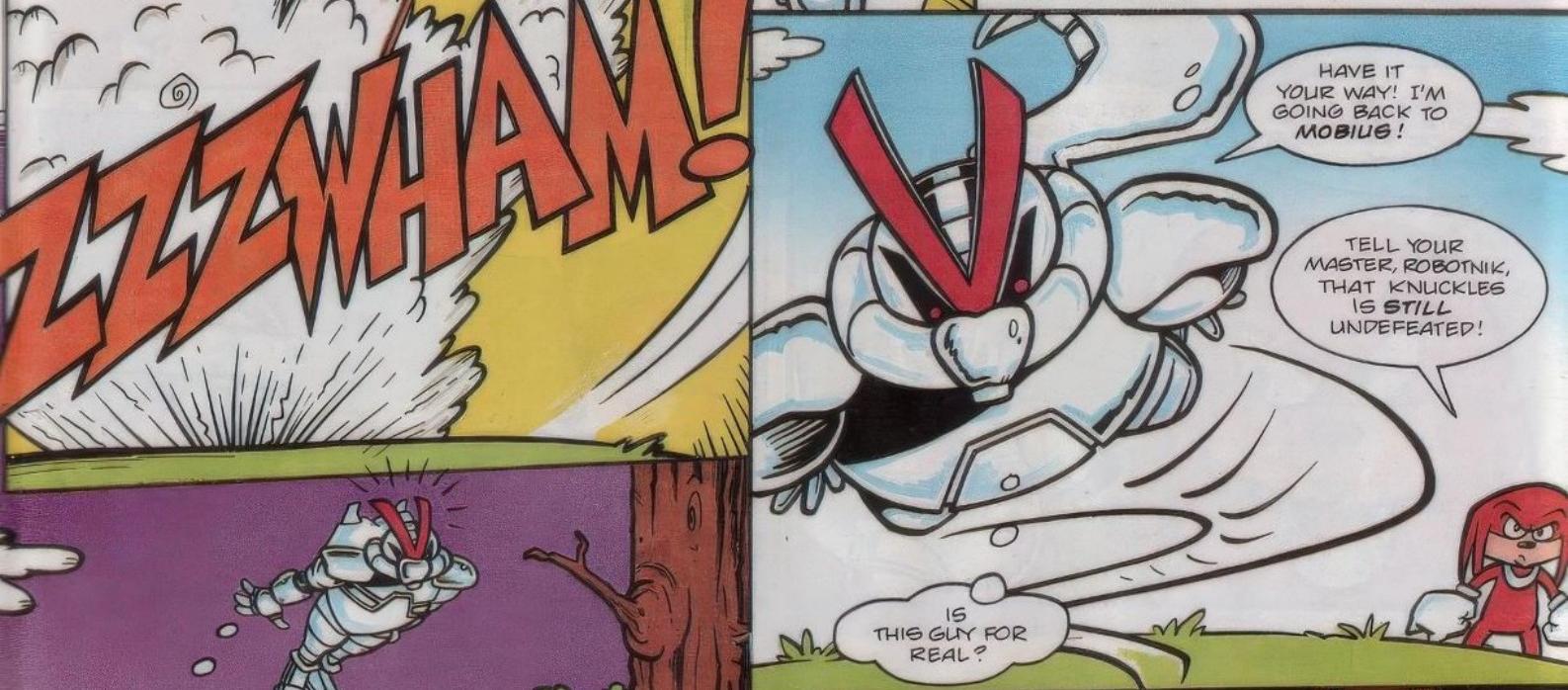
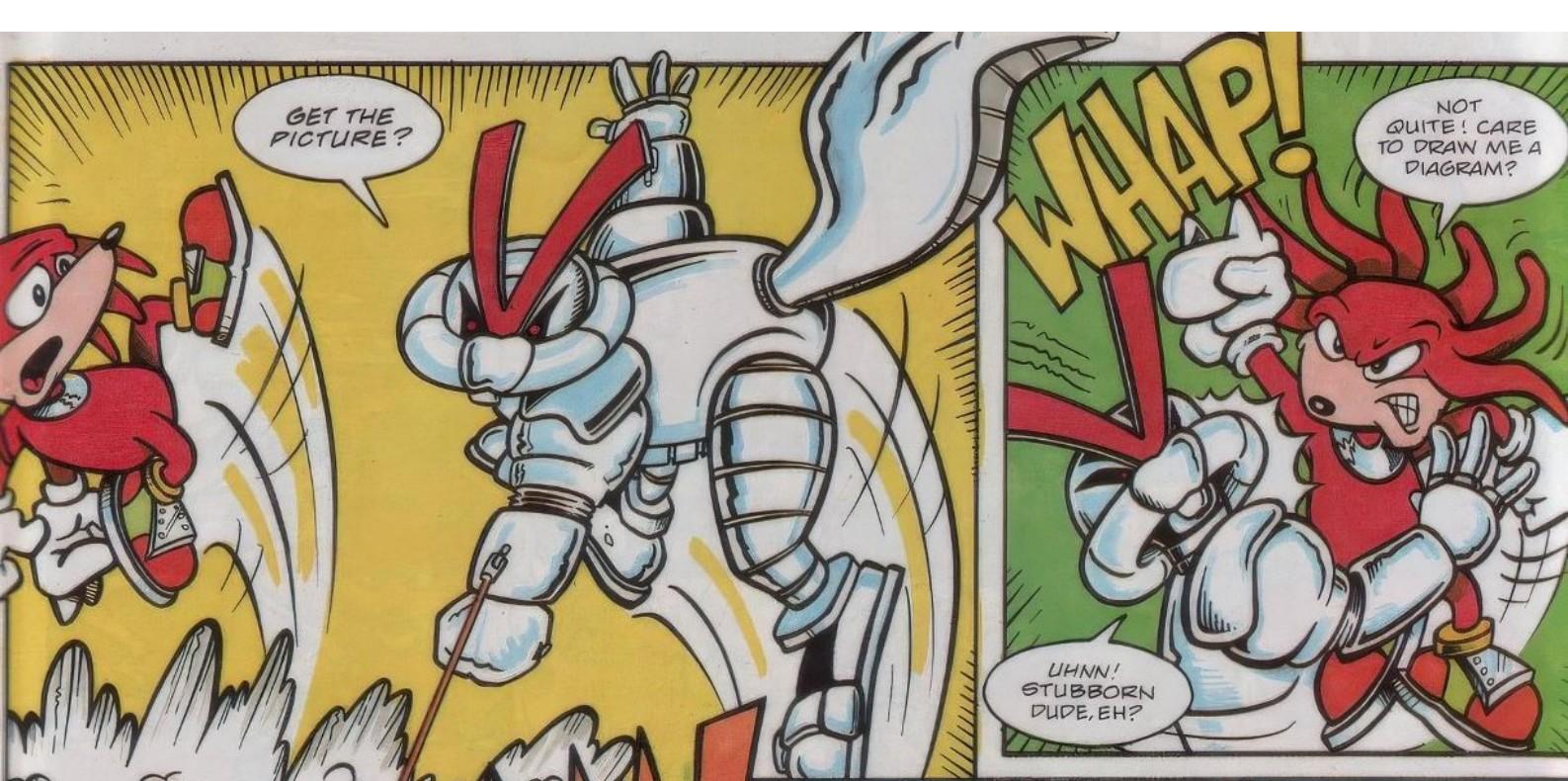
Script:
LEW STRINGER
Art:
JOHN MOORE
Lettering:
ELITTA FELL

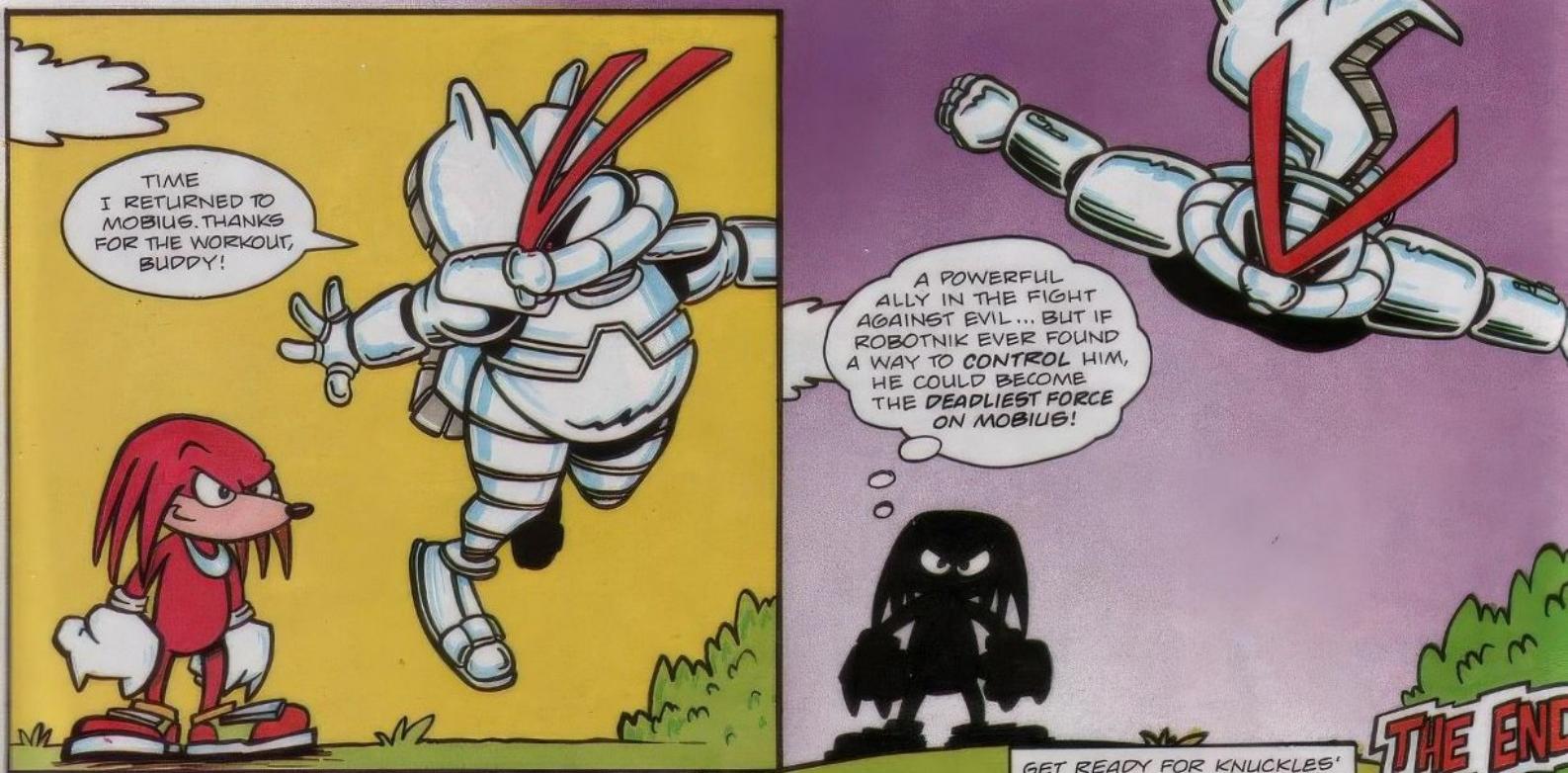
TURNED INTO SUPER-BADNIK CYBERNIK BY DOCTOR ROBOTNIK, SHORTY THE SQUIRREL FOUND HE COULD RESIST THE DOCTOR'S CONTROL! CALLING HIMSELF SHORTFLIUE, THE CYBERNIK FIGHTS AGAINST BADNIKS IN A ONE-SQUIRREL WAR AGAINST EVIL!











Q

Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

Durham's Darling, David Gibbon reveals more level secrets in the conclusion to Earthworm Jim.

MEGA DRIVE



EARTHWORM JIM SPECIAL *The CONCLUSION*

LEVEL FIVE - LEVEL FIVE

The biggest level in the game, Level Five consists of four rounds plus a secret hidden level to find.

ROUND ONE: Head right, jump up and hop across the Electro Magnets. While on the last magnet, swing right by grabbing hold of the hook with your whip. Continue right, then up. Hit the red and white target with your whip, then head back to the start. Go up, then right and into a round cage. Once out of the cage, head right and up, using more Electro Magnets. On reaching the top, head right

and stand on a red transporter which takes you to round two!

ROUND TWO:

Follow the logical route on the conveyor belts. Each time Jim



loses his suit, make sure you always meet up with it at the end. Once at the very top series of platforms, head right to the next transporter.

ROUND THREE:

Using the conveyor belts, head to the bottom of the level. On the way, you'll reach a series of magnets. Climb to the very top, then drop down at the far right, left, left, right and right. Once at the very bottom, head right.

HAZARDS

ELECTRO MAGNETS: There are two kinds of magnet; one is a set of two small balls that fire electricity at each other, the second is a series of large balls. Both have a set rhythm, so before you know it you'll be able to time your jumps perfectly! Don't hang around too long otherwise you'll get a nasty electric shock!



ROUND CAGE (ROUND ONE): While in the cage a series of baddies will attack you. Get ready to fire at them as soon as they appear. This should, hopefully, get you through.

ATTACKING EYES: Quickly shoot any attacking eyes. Now fire at the nearby monkey to stop anymore attacking you.

PROFESSOR MONKEY FOR A HEAD (ROUND THREE): Shoot him repeatedly and he'll run away, for the time being at least!

CHICKEN (ROUND THREE + FOUR): While dodging the chicken's eggs, jump up and whip the target to drop bombs on him. Repeat to win. In the next round you must try and keep out of his way while firing at him. Twenty or more hits will get rid of him!

HINTS

HIDDEN LEVEL (ROUND ONE): When you're standing just below a black square with red dots, jump into it and you'll be transported into a secret level entitled Who Turned Out The Lights?



LEVEL SIX - FOR PETE'S SAKE

This level is simple in theory, but difficult in practice. At all times, try and keep ahead of Pete the puppy. When you see a gap, you must get behind Pete and whip him over to the next platform. If he falls, he'll turn very nasty, swallow you and spit you out at an earlier point in the level!

LEVEL SEVEN . INTESTINAL DISTRESS

First, go up the tube. Then follow the logical route. When you come to a dead end while standing on a dark blue platform to the far left of the screen, jump off the edge and fall down to a lower platform. Again, follow the obvious route to end.

HAZARDS

MOVING OBSTACLES: Explore this level very slowly because around every corner you'll find either floating fish or some out of control obstacle such as rolling barrels. Timing is vital. Move only when you can either jump over, or walk under the obstacle safely.

DOC DUODENUM: Keep as far away from the Doc as possible. When he jumps at you, open fire, and when he jumps again quickly run to the other end of the screen and repeat to win.

LEVEL EIGHT - BUTTVILLE

Yes, it's finally the last level. If you've managed to get here, then you deserve a big pat on the back. Buttville is played over two rounds:-

ROUND ONE: If you don't lose a few lives here, then you're a genius! This level sees Jim free falling down a sort of maze, filled with energy sapping spikes and



baddies! Keep to the far left all the way, and have your gun ready to shoot any roaming nasties!

ROUND TWO: The final round! Make your way along the obvious path until you reach the final boss.

HAZARDS

BEES: These are featured throughout round two. After you've killed some nearby bees, fire repeatedly at the hive until it drops.

JIM-EATING PLANTS: Yellow eyes mean a plant is about to spring! Don't get too close or it'll bite your legs off! From a distance, jump up and whip the plant's head.



THE QUEEN

The final boss is in two parts.

PART ONE: When you're standing on a moving platform at the bottom of the level, repeatedly jump up and whip the Queen's tail. While jumping, watch you don't land on any spikes!

PART TWO: Head left, jump across and onto the second moving green platform. As you move in an anti-clockwise direction, fire at the Queen's head. Repeat to win (hopefully).

TOP TIP

Two important points to remember are that Jim can swing on hooks with his whip, and he can fly like a helicopter. If you're stuck and there are some nearby hooks, these will almost certainly be the answer as to where to go next! If you come to a place where Jim needs to cross a large section, try jumping, then repeatedly press C to make Jim hover along. This usually does the trick!

SONIC'S WORLD

FACE FROM THE PAST PART 2

Script:
LEW STRINGER
Art:
GARY ANDREWS
Lettering:
ELITTA FELL

SOMEONE CLAIMING TO BE SONIC'S LONG-LOST TWIN BROTHER HAS BEEN RESCUED BY THE FREEDOM FIGHTERS ... BUT SONIC HAS DOUBTS ABOUT THE CHARACTER.

TONIC
RAN OFF UPSET
BECAUSE YOU WOULDN'T
BELIEVE HIM! WHY ARE
YOU SO STUBBORN
SOMETIMES?

'CAUSE
I KNOW I DON'T
HAVE A BROTHER!
I'M UNIQUE,
REMEMBER?

B-BUT HE LOOKED
SO MUCH LIKE YOU!

YEAH, WHICH MEANS
THAT HE... OR SHE... MUST
BE A SHAPE-SHIFTER! AND THERE'S
ONLY ONE BAD DUDE I KNOW WITH
POWERS LIKE THAT...

"...METAMORPHIA!"

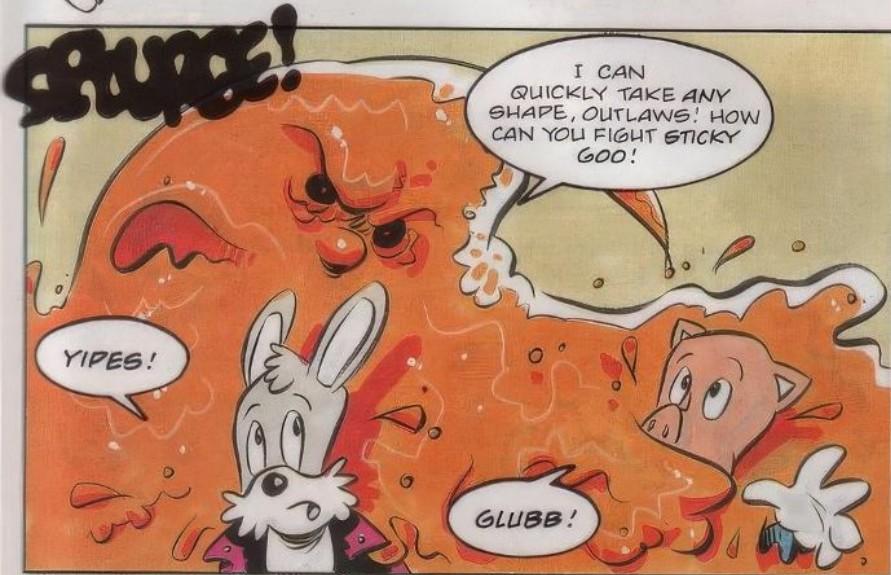
YOU
FOLLOWED ME AND
SAW ME CHANGE INTO
MY TRUE FORM, TAILS!
NOW YOU DIE!

HELP!
ANYBODY!
HELP!

"LAST SEEN IN STC NP 31 - Megadroid."

I'LL
HELP, BUDDY -
BUT I'M NOT JUST
ANYBODY!

EWOODOSH!





LATER, IN GRIMER'S LAB
ABOARD THE DEATH EGG...

...AND AS THE
ODDS WERE AGAINST ME,
I LEAPTED INTO THE WATERFALL,
TOOK THE FORM OF A FISH,
AND SWAM TO SAFETY!

ISN'T SHE
FABULOUS,
DOCTOR? SO
RESOURCE-
FUL!

BUT SHE
STILL FAILED,
GRIMER!

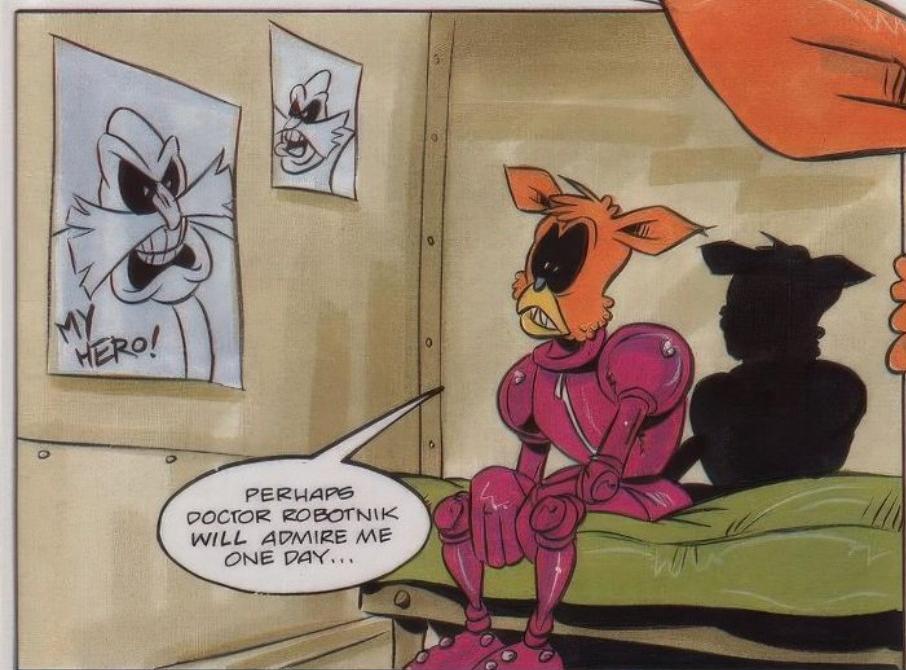
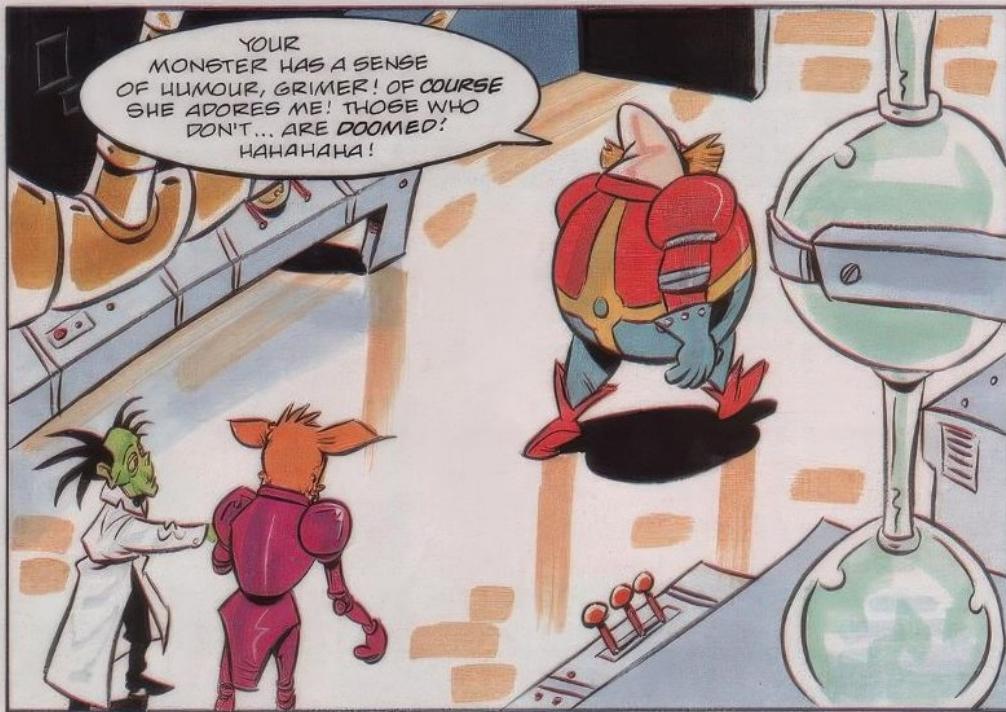
S-SONIC
ISN'T EASY TO
DESTROY... AS YOU'VE
FOUND OUT YOURSELF
MANY TIMES,
DOCTOR!

I ALLOWED
YOU TO CREATE THIS
SHAPE-SHIFTING... THING
SO IT WOULD DESTROY
SONIC! IT HAS FAILED
ME THREE TIMES
NOW!

YOU DARE
TO COMPARE YOUR
FAILURES WITH MY...
SETBACKS, YOU
LITTLE...!

DOCTOR!
NO!

I-I'M
SORRY I FAILED
AGAIN, DOCTOR! I
WANTED TO SUCCEED
...BECAUSE I
ADORE YOU!



SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Jet-packs at the ready - Sparkster zooms into STC 53!



Sonic Feast!

Dear STC,

Will there be any more Sonic games released on the Game Gear and Mega Drive, as they're the only ones I like playing?

Jamie Harrington, Brighton.
GG/MD owner.

Sonic Water Fun Game Winner.



Sonic Drift Racing is available on the Game Gear, Jamie. However, further news on Sonic/Sonic-related games, is hush-hush at the moment!

Amy! 'Where's yer troosers?'



Richard Atkinson, Gainsborough, Lincs.
Sonic Water Fun Game Winner.

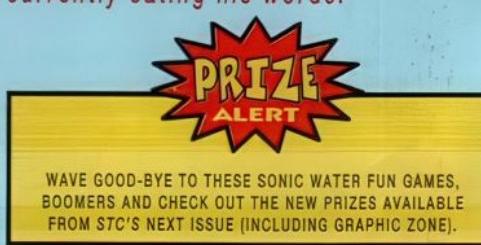
Gotcha!

Dear Megadroid,

I am very disappointed with STC's David Gibbon. The reason being that the **Earthworm Jim** and **Lion King** cheats in issue 48's Q Zone didn't work! For your information, the correct **Lion King** cheat should be as follows: Go to the option screen and press right, a, a, b, start.

'Game Guru' Jonathan Harris,
London. GG/MD owner.
Sonic Water Fun Game Winner.

You'll be pleased to know, Jonathan, that Mr Gibbon has since been marched to the nearest cage and is currently eating his words.



WAVE GOOD-BYE TO THESE SONIC WATER FUN GAMES, BOOMERS AND CHECK OUT THE NEW PRIZES AVAILABLE FROM STC'S NEXT ISSUE (INCLUDING GRAPHIC ZONE).

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 01703 872267.



That'll give the humes-who-think-they're-in-charge something to think about, Dan. In the meantime, the red-dreaded one returns next issue for the start of an exciting 6 part series called **Chaotix!**



HAPPY BIRTHDAY TWO YOU!



DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 52
OF STC?



NEW
STORY

**KNUCKLES
RETURNS!**

**NEW
SERIES**

SPARKSTER!

WIN

**SONIC & KNUCKLES
JACKET & MD GAMES!**

**SONIC!
THE FINAL DISASTER!**

**SHINOBI!
A FIGHT TO THE FINISH!**

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